BY THE POWER OF GRAYSKULL...

MASTERS OF THE UNIVERSE™

1ST ISSUE

DISCOVER THE SECRETS OF GRAYSKULL

WIN A MASTERS OF THE UNIVERSE BMX!

DARE YOU MEET THE EVIL HORDE?

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I AM THE POWER

MASTERS OF THE UNIVERSE

Welcome, Young Warriors!

In your quest for excitement and adventure you have found **The Masters of the Universe!** You will soon be one of the few who know the secret of He-Man and Castle Greyskull. You must guard this knowledge well. We cannot allow the Evil Skeletor to find out what you know, or all **Eternia** could fall!

As part of my **quest** for **knowledge** I would like to know what you think about this magazine. The best letters will be printed with your name for all the **universe** to read.

On page 23 you will be able to enter the first of my **Champion Competitions** and perhaps win one of several top **Masters of the Universe** prizes, including a BMX *Battle Bike!*

Send all your letters to: MASTERS OF THE UNIVERSE, PO BOX 111, Egmont House, Manchester M60 3BL.

But now read on!

Scrollos

STRANGE UNIVERSE

YOU CAN NEVER SEE THE 'REAL' SUN!

*Because the Sun is so very far away (on average just over 93,000,000 miles or 150,000,000 kilometres), it takes sunlight around eight minutes to reach the Earth. So in one sense you can never see the Sun, only what was the Sun... **eight minutes ago!***

WOULD YOU LIKE SOME POISON ON YOUR CHIPS, SIR?

Sodium and chloride are both dangerous poisons when in their natural form. When they combine in a simple chemical reaction however, they form a non-poisonous substance that has a very common use... table salt!

THE PLANETS HAVE THE WRONG NAME!

It was the Greeks who first used the word 'planet' to describe what they saw in the night sky. Unfortunately, they didn't know that these worlds moved in fixed orbits and thought instead that they moved freely through space. They therefore called them 'planets', which in Greek meant 'wandering worlds'... the one thing they are not!

THE SUN NEVER RISES OR SETS!

We often speak of the Sun rising and setting, but this is an illusion! We live on a spy planet that orbits the Sun. As the Earth travels around the Sun it also spins, giving us night and day, as we point towards the Sun and away from it. As we turn slowly towards the Sun we get the illusion that it is rising (and the opposite effect with a setting Sun)... but it is us who move, not the Sun!

ORKO THE MAGICIAN

ONE EVENING, IN THE ROYAL PALACE...
IT'S TIME FOR BED, BUT I'M NOT SLEEPY. I THINK I'LL GO FOR A STROLL... IT MIGHT HELP ME SLEEP. COULD YOU LET ME OUT, ADAM?
I'M AT A GOOD PART IN THIS STORY, CRINGER. ORKO! WILL YOU PUT CRINGER OUT?
ORKO! WAKE UP AND PUT CRINGER OUT!
OH... PUT CRINGER OUT! WHAT A STRANGE COMMAND...
NO, WAIT! I DIDN'T MEAN...
WHEN ORKO HAS FINISHED HIS SPELL...
...OUT COLD! OH, NO! YOU'VE PUT CRINGER TO SLEEP!
I GUESS I SHOULD WAKE UP BEFORE I TRY ANY MAGIC IN FUTURE. BUT AT LEAST CRINGER IS GETTING THE SLEEP HE WANTED.
ZZZ...
SNORE! SNORE!

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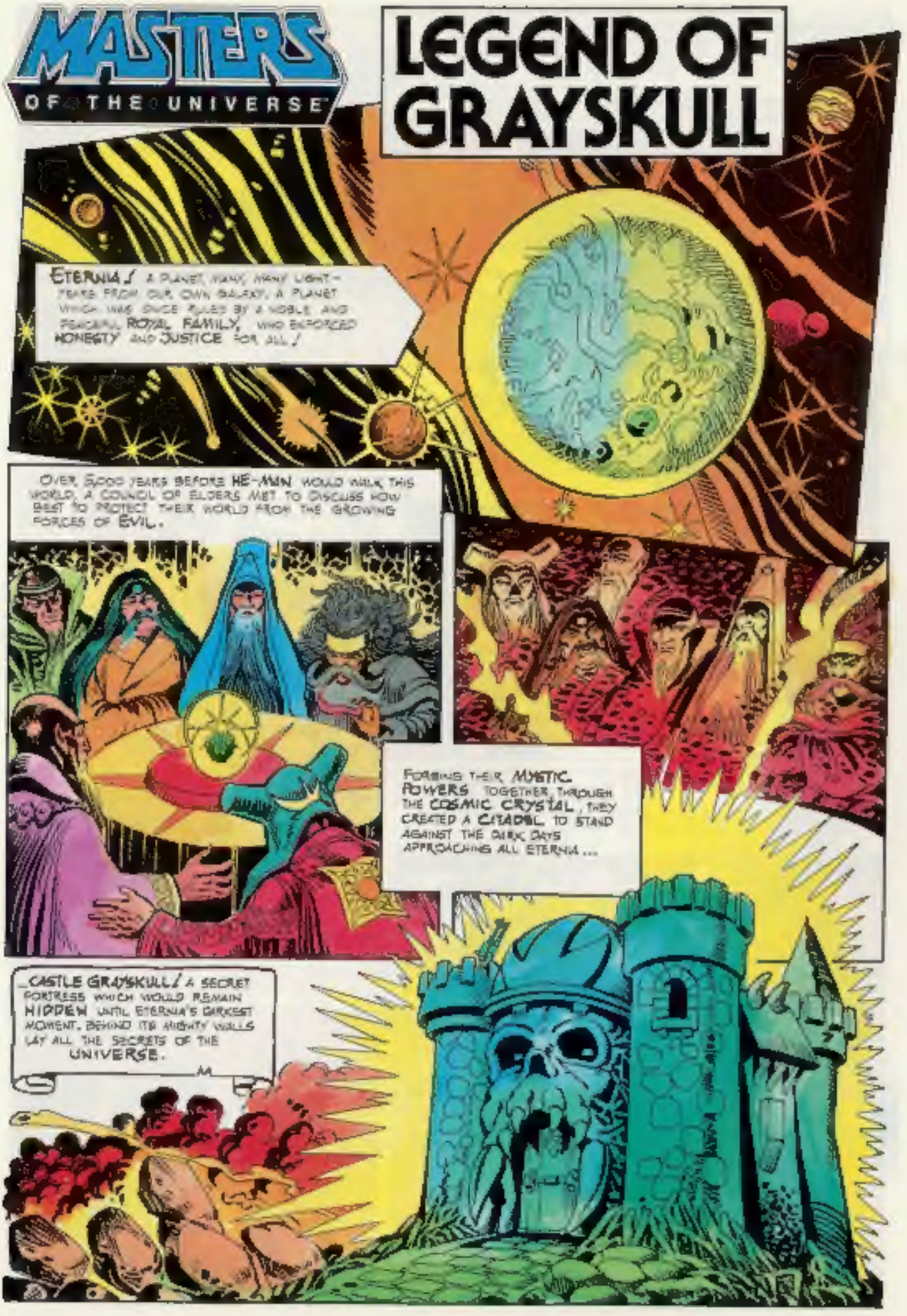

MASTERS OF THE UNIVERSE
LEGEND OF GRAYSKULL
ETERNIA! A PLANET, MANY, MANY LIGHT-YEARS FROM OUR OWN GALAXY, A PLANET WHICH WAS ONCE RULED BY A NOBLE AND PEACEFUL ROYAL FAMILY, WHO ENFORCED HONESTY AND JUSTICE FOR ALL!
OVER 5000 YEARS BEFORE HE-MAN WOULD WALK THIS WORLD, A COUNCIL OF ELDERS MET TO DISCUSS HOW BEST TO PROTECT THEIR WORLD FROM THE GROWING FORCES OF EVIL.
FORGING THEIR MYSTIC POWERS TOGETHER, THROUGH THE COSMIC CRYSTAL, THEY CREATED A CITADEL TO STAND AGAINST THE DARK DAYS APPROACHING ALL ETERNIA...
CASTLE GRAYSKULL! A SECRET FORTRESS WHICH WOULD REMAIN HIDDEN UNTIL ETERNIA'S DARKEST MOMENT. BEHIND ITS MIGHTY WALLS LAY ALL THE SECRETS OF THE UNIVERSE.

TO ENSURE THAT THE FORTRESS OF KNOWLEDGE NEVER FALLS INTO WRONG HANDS, IT IS WATCHED OVER BY THE SORCERESS OF CASTLE GRAYSKULL, WHO CAN TRANSFORM HERSELF AT WILL INTO THE FALCON OF FORCE, ZOAR!
FOR CENTURIES, THE COSMIC CITADEL PROTECTED ITS SECRETS FROM THE REST OF THE UNIVERSE, REPELLING BUT NEVER HARMING ALL INVADERS. CASTLE GRAYSKULL AWAITED THE MOMENT THAT HAD BEEN FORETOLD IN LEGEND.
WHEN PRINCE ADAM REACHED MANHOOD, THE SORCERESS KNEW THAT SHE HAD FOUND THE MORTAL SHE NEEDED TO PROTECT ETERNIA.
THE SORCERESS KNEW THAT IN SNAKE MOUNTAIN THERE NOW DWELT THE ESSENCE OF EVIL: SKELETOR! HE HAD VOWED TO CONQUER ETERNIA AND USE IT AS HIS BASE TO DOMINATE THE UNIVERSE. IF LEFT UNCHECKED, THE LIVING SKELETON WOULD DESTROY ALL THAT WAS RIGHT AND JUST.
HORDAK, WHO WAS ONCE SKELETOR'S TUTOR, NOW CONTROLS THE FRIGHT ZONE A DIMENSIONAL PORTAL WHICH LINKS ETERNIA AND THE DISTANT WORLD OF ETHERIA. HAVING BEEN BETRAYED BY SKELETOR AND STRANDED ON AN ALIEN WORLD, HE HAS ESCAPED AND SWORN VENGEANCE ON SKELETOR. HIS SEARCH TO FIND SKELETOR HAS ALSO SHOWN HIM A NEW WORLD TO CONQUER: ETERNIA!

WITH THE FORCES OF EVIL MASSING FOR THEIR ATTACKS, THE SORCERESS SUMMONS MAN-AT-ARMS, A SCIENTIST AND BRAVE WARRIOR, AND INSTRUCTS HIM TO BRING PRINCE ADAM TO CASTLE GRAYSKULL.
THE YOUNG PRINCE IS GIVEN THE SWORD OF POWER AND THE SECRET KNOWLEDGE OF GRAYSKULL IS REVEALED TO HIM. WHENEVER HE HOLDS THE SWORD ALOFT AND SAYS, "BY THE POWER OF GRAYSKULL," AN AMAZING TRANSFORMATION TAKES PLACE...
MAGIC AND SCIENCE COMBINE TO TRANSFORM PRINCE ADAM INTO THE MOST POWERFUL MAN IN THE UNIVERSE! USING THE NAME HE-MAN, HE VOWS TO USE HIS NEWFOUND MIGHT TO PROTECT ETERNIA FROM THE ADVANCES OF EVIL.
GATHERING A GROUP OF THE MIGHTIEST CHAMPIONS ON ETERNIA AROUND HIM, HE-MAN FORMS THE MASTERS OF THE UNIVERSE. THEY PLEDGE TO DEFEAT THE TWIN THREATS OF THE EVIL WARRIORS AND THE HORDE.

SKELETOR HAS ALSO GATHERED A GROUP OF COHORTS TO AID HIM IN HIS DESIRE TO CONQUER ETERNIA. WHILST THEY HAVE IMMENSE POWER, THEIR INDIVIDUAL GREED AND UNWILLINGNESS TO HELP EACH OTHER, OFTEN LEAD TO THEIR DEFEAT.

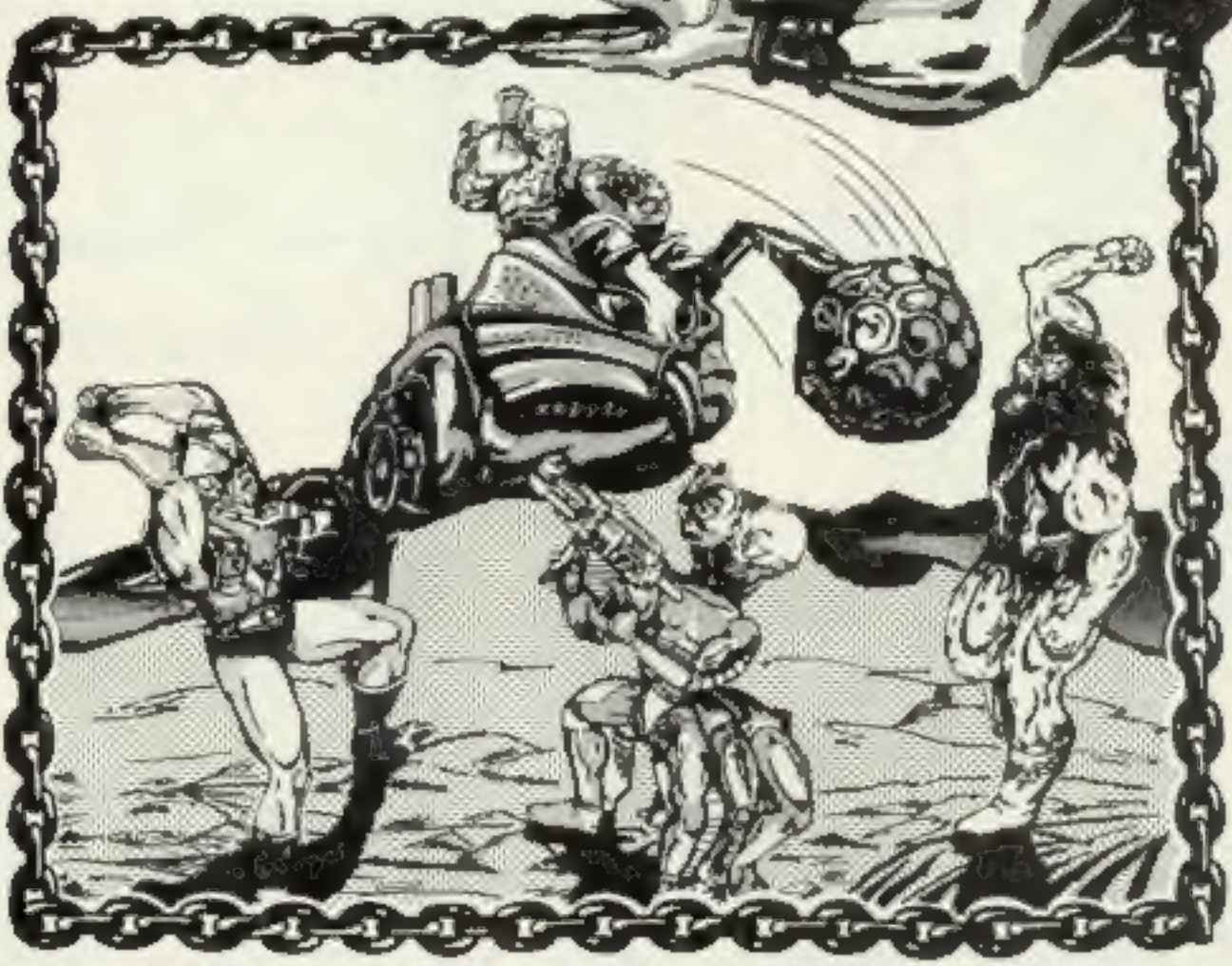
SO FAR, HORDAK HAS NOT GATHERED HIS FULL FORCES OF HORDE MEMBERS AROUND HIM. ALREADY HE HAS PROVEN HIMSELF TO BE ONE OF THE MOST TITANIC THREATS TO STRIKE ETERNIA!

ORKO IS AN ALIEN MAGICIAN FROM THE STRANGE LAND OF TROLLAN, A WORLD WHICH EXISTS IN THE ASTRAL ZONE. IN HIS HOMELAND HE WAS A GREAT WIZARD, BUT HE HAS LOST MUCH OF HIS POWER IN THIS NEW WORLD. ON ETERNIA HE CAN ONLY MANAGE SIMPLE SPELLS, WHICH OFTEN GO WRONG FOR HIM.
BESIDES THE SORCERESS WHO GRANTED PRINCE ADAM HIS AMAZING POWERS, ONLY MAN-AT-ARMS AND ORKO KNOW THAT THE PRINCE IS REALLY HE-MAN. TO PROTECT HIS SECRET, PRINCE ADAM OFTEN PRETENDS TO BE LAZY AND SLIGHTLY COWARDLY SO THAT PEOPLE WILL NOT SUSPECT WHO HE REALLY IS.
THE MASTERS OF THE UNIVERSE LIVE IN THE ROYAL PALACE OF ETERNIA CITY. IT IS FROM HERE THAT MOST OF THEIR ADVENTURES BEGIN, BUT OUR CHAMPIONS NEVER KNOW WHERE THEY WILL END...
COME WITH US NOW INTO THE WORLD OF ETERNIA AND FIGHT ALONG-SIDE HE-MAN AND THE MASTERS OF THE UNIVERSE ...
BY THE POWER OF GRAYSKULL... I AM THE POWER!

NEXT ISSUE: HE-MAN BATTLES WITH THE LIVING ROCKS!

Your chance to get all this FREE

Nothing stands in the way of this new heroic, combat vehicle with an amazing crusher arm. With the most powerful Man in the Universe at the controls, the vehicle blasts its way against the foul fiends of the Evil Horde. In this superb new battle machine the Horde are no match for our armour protected hero.



You could win all five of these new additions to the Masters of the Universe range.

Just tell us what their correct names are!

To help you find out, watch for our latest advertisements on TV and visit your local toyshop.

Simply write your answers on a postcard together with your own name and address, stamp it and send to **MOTU Competition 1, PO Box 42, Nottingham NG1 2GR.**

The first ten correct entries drawn out will receive all of the exciting new items shown in our picture.

All entries must be received by Friday 11 April 1986. Winners will be notified as soon as possible after this date.

To keep up-to-date with all the action and fun in Eternia why not join the MOTU Club? Full details are on the back cover of this magazine.

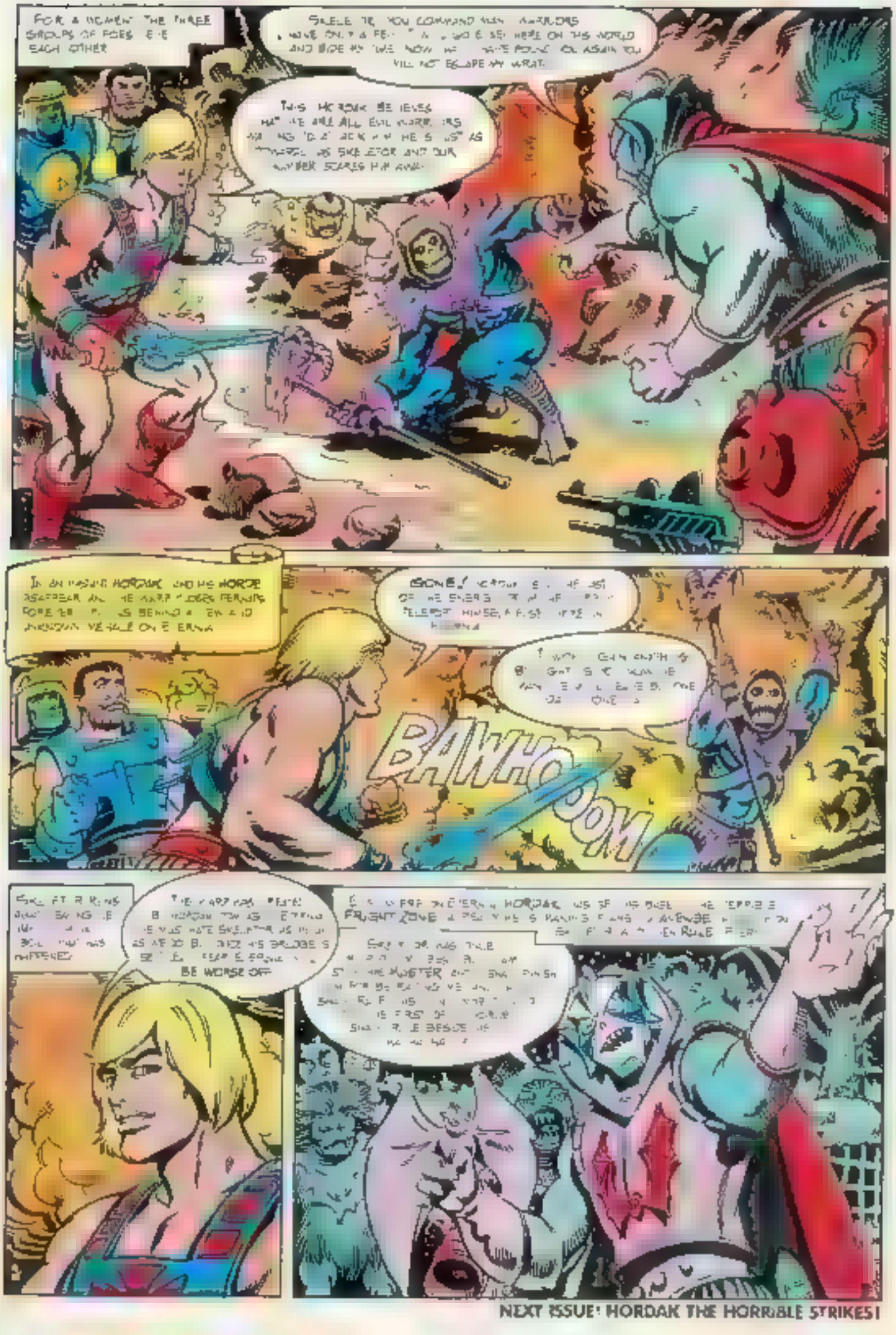
MASTERS OF THE UNIVERSE

MATTEL

MASTERS OF THE UNIVERSE
SKELETOR'S SURPRISE
SNAKE MOUNTAIN THE STRONGHOLD OF SKELETOR, THE LIVING SKELETON
EVIL-LYN! YOU DARE TO INTERRUPT THE THOUGHTS OF SKELETOR!!
OH EVIL-ONE, I BRING GREAT NEWS! MY MAGICAL POWERS HAVE REVEALED A CHANCE FOR YOU TO RID ETERNIA OF HE-MAN!
DO NOT TEASE ME, WARRIOR GODDESS, IF YOU KNOW HOW I CAN REMOVE THE ACCURSED HE-MAN THEN SPEAK!
MY MYSTIC STAFF HAS SHOWN TO ME THAT A WARP OR GAP IN SPACE WILL OPEN TOMORROW NEAR THE CAVE OF KARNAK.
WHY SHOULD A "GAP" THROUGH SPACE BE OF INTEREST TO ME?
BECAUSE, IF YOU ENTER THE WARP AT THE CAVE, YOU WILL BE ABLE TO PASS THROUGH AND IN AN INSTANT, INTO THE HEART OF THE ROYAL PALACE!
PERFECT! WE WILL BE ABLE TO STRIKE WITHOUT WARNING AT THE SO-CALLED HEROIC WARRIORS YOU HAVE SERVED ME WELL, EVIL-LYN.
IN THE ROYAL GARDEN OF ETERNOS CITY, TEELA, WHO IS RECOVERING FROM A FEVER, IS TAKING A STROLL WITH PRINCE ADAM.
ALL YOU EVER WANT TO DO IS TALK ABOUT HE-MAN.
HE IS THE GREATEST HERO OF ETERNIA. YOU CAN'T HELP BEING WEAK AND BORING, ADAM - BUT YOU MUSTN'T BE JEALOUS OF HE-MAN.

HOW SURPRISED TEELA WOULD BE TO LEARN THAT I AM REALLY HE-MAN! IT'S STRANGE TO THINK THAT SHE LOVES ME AS HE-MAN AND FINDS ME A BORE AS PRINCE ADAM. PERHAPS ONE DAY...
ADAM'S THOUGHTS ARE INTERRUPTED BY A MENTAL MESSAGE FROM THE SORCERESS OF GRAYSKULL CASTLE.
A WARP WILL SOON OPEN BETWEEN ETERNIA AND OTHER WORLDS. SKELETOR PLANS TO TAKE ADVANTAGE OF THIS TO ATTACK ETERNOS. YOU MUST GO TO THE CAVE OF KARNACA AND STOP HIM.
TEELA IS STILL TOO WEAK TO TAKE ON THIS MISSION, AND MANY OF THE WARRIORS ARE AWAY FIGHTING EVIL ELSEWHERE. I MUST GATHER WHOEVER IS AROUND AND STOP SKELETOR.
NOT WANTING TEELA TO KNOW WHO HE-MAN REALLY IS, ADAM MAKES AN EXCUSE AS HE LEAVES.
I FEEL QUITE TIRED FROM THIS WALKING AND TALKING. I THINK I'LL GO FOR A REST.
TIRED MY FOOT! YOU'RE JUST JEALOUS OF THE ATTENTION I PAY TO HE-MAN.
...I HAVE THE POWER!
CALLING ON THE ETERNAL POWER OF CASTLE GRAYSKULL, PRINCE ADAM SPINS THE DATH AND TRANSFORMS INTO HE-MAN, THE MOST POWERFUL MAN IN THE UNIVERSE.
ON SUCH SHORT NOTICE HE-MAN COULD ONLY FIND THREE FELLOW CHAMPIONS. TOGETHER, THEY SET OFF FOR THE CAVE OF KARNACA AND WHAT WILL PROVE TO BE ONE OF THEIR MOST IMPORTANT MISSIONS EVER!
SOON, THE HEROES ENTER THE TWILIGHT LAND, WHERE STRANGE CREATURES OF MAGIC LURK...
HOW FAR TO THE CAVE, HE-MAN?
NOT FAR NOW. JUST PAST THAT RANGE...
AS THE MEN RIDE WHAT LOOKS LIKE A HARMLESS RIVER, THEY ARE ATTACKED BY ICE THIEVES!
AMBUSH! DEFEND YOURSELVES.
THEY ARE NOTHING MORE THAN EVIL ROBBERS, BUT WE CANNOT AFFORD THE TIME TO BE DELAYED.
THEN LEAVE THIS TO ME...

USING HIS POWER OF SUPER-SPINNING, SY KLONE BLOWS THE CREATURES APART AND BACK INTO THE RIVER
BEING MADE OUT OF WATER THIS WON'T HARM THEM BUT IT WILL TAKE THEM SOME TIME TO REFORM BY WHICH WE WILL BE A LONG WAY FROM HERE
THE HEROES ARRIVE AT THE MURKY MOUNTAINS, THE LAST BARRIER TO THE CAVES
WE HAVEN'T THE TIME TO WASTE CLIMBING THESE MOUNTAINS FIST SHALL WE TAKE THE SHORTCUT?
AT LAST THE CHANCE FOR SOME ACTION.
DECIDING TO TUNNEL THEIR WAY THROUGH THE MOUNTAINS THE MIGHTY MORTALS USE THEIR POWER TO
THIS TIME SHALL BE A BLOCK
SMASH
TROLLS.
HEH FOOLISH
THE FLESH OF THIS GIANT IS NOT SKELETOR'S. ONCE WE SMASH OUR WAY THROUGH WE SHOULD MEET


FOR A MOMENT THE THREE GROUPS OF FOES EYE EACH OTHER
SHALL IT YOU COMMAND YOUR WARRIORS I HAVE ONLY A FEW MORE SECONDS HERE ON THIS WORLD AND RIDE MY TIME NOW WE HAVE FOUND YOU AGAIN YOU WILL NOT ESCAPE MY WRATH
THIS MONSTER BELIEVES HE HAS THE ARMY OF EVIL WARRIORS AND KING KONG AT HIS DISPOSAL AS WELL AS THE SPACE SHIP AND OUR NUMBER SCARES HIM AWAY
IN AN INSTANT HORDAK AND HIS HORDE DISAPPEAR AND THE WARP FIELDS REMAIN FOR A FEW SECONDS BEFORE THEY TOO VANISH
GONE! THEY'RE GONE! THE ARMY OF THE EVIL WARRIORS HAS DISAPPEARED WITHOUT A TRACE! THE SPACE SHIP IS GONE!
I WON'T BE GONE UNTIL I'VE GOT SOME OF THAT SWEET KONG JUICE AND I'VE ONLY BEEN BEATEN ONCE TODAY
BAM-BOOM
THE WARP FIELDS BEGIN TO DISSIPATE AS THEY DO SO, THEY LEAVE BEHIND A SMALL GROUP OF PEOPLE
BE WORSE OFF
SUDDENLY THE WARP FIELDS BEGIN SWIRLING AND SOMETHING HAPPENS
FRIGHT ZONE
SUDDENLY HORDAK AND HIS HORDE ARE BACK AND THEY'RE PLANNING REVENGE
SHALL WE DO THIS THE EASY WAY OR THE MONSTER WAY
IS FIRST OF

NEXT ISSUE: HORDAK THE HORRIBLE STRIKES!

MASTERS OF THE UNIVERSE

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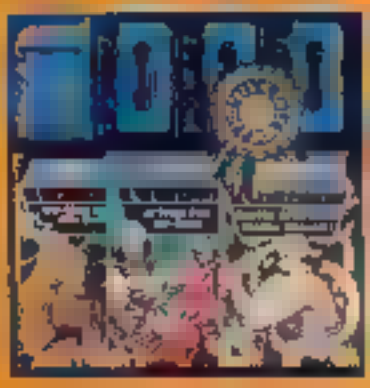

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MASTERS OF THE UNIVERSE

ORKO TO THE RESCUE

DEAD OF NIGHT THE ROYAL PALACE OF ETERNOS IS AWOKEN BY THE SOUND OF FRANTIC KNOCKING
?
HE VILLAGER EXPLAINS TO MAN AT ARMS
OUR DUTY AND IF
THAT SECOND
HE YOU REPORTING FOR DU
OUR HEROIC FRIENDS SET OFF TO DEFEND THE

I KNEW THE STUPID HUMAN WOULD FALL FOR A SIMPLE TRICK
HA HA
HA HA
SURRENDER

TROOPS ATTACK!
HELP HELP
H.O.S.
FZZZZZZZZZZ

BANG

NEXT ISSUE ON SALE THURSDAY 10th APRIL!

BUT USING THEIR GREAT STRENGTH, OUR HEROIC WARRIORS WIN THE DAY.
HA! TYPICAL SKELETOR - TO RUN AWAY LIKE THAT.
YOU CAN ALWAYS RELY ON SKELETOR TO DUCK OUT OF A FAIR FIGHT.

BUT TELL ME, HE-MAN, HOW DID YOU KNOW SKELETOR WASN'T GOING TO ATTACK THE VILLAGE?
I KNOW HIS MIND. HE'S SO OBSESSED WITH CAPTURING ETERNOS AND THE SECRET OF CASTLE GRAYSKULL, THAT EVERYTHING HE DOES IS PART OF THAT SAME EVIL PLAN.

HE-MAN GOES ON TO EXPLAIN...
WHEN I REALISED THAT WE HAD LEFT ETERNOS WITH JUST ORKO TO GUARD IT, I KNEW SKELETOR WOULD MAKE AN ATTACK HERE AND NOT AT THE VILLAGE.

WELL IN THAT CASE, ALTHOUGH I COMMEND YOUR BRAVERY ORKO, DO YOU THINK YOU COULD USE YOUR MAGIC SKILLS TO BUILD SOME NEW ONES?
HA HA!
HA HA!
HA HA!

NEXT ISSUE: WHO IS SKELETOR'S NEW CHAMPION?

500 STAMPS FREE
NOW
LEARN ALL ABOUT STAMP COLLECTING
IT'S A WONDERFUL HOBBY AND HERE'S A SUPER OUTFIT TO START YOU OFF
STAMP QUIZ
STAMP COMPETITION
DO YOU KNOW:
REMEMBER—A GREAT COLLECTION COULD HINGE ON US!

MASTERS
OF THE UNIVERSE
HE-MAN IS BACK
ON APRIL 10th
• THE QUEST CONTINUES FOR THE SACRED STONE OF MAMOD!
• MORE THRILLS AND SPILLS WITH HE-MAN, SKELETOR AND HORDAK!
ON SALE EVERY FORTNIGHT, BUT DON'T TELL SKELETOR!!
INSIDE
WIN A MASTERS
DOUBLE TROUBLE WITH
AND WHO IS
MASTERS OF THE UNIVERSE

ENTER THE QUEST FOR THE SACRED STONE OF MAMOD AND WIN A BMX BATTLE-BIKE!

Deep in Eternia lies a stone, the Sacred Stone of Mamod. Its supernatural powers enabled the warriors of old to win battles against even the most fearsome opponents. At first it was owned by a wise and good people who never misused its powers. But then it was stolen by an evil king who set about conquering all of Eternia.

Zodac, the Cosmic Enforcer, who had been keeping a careful eye on these events, saw that the balance of the universe was threatened, so he stole the stone from the king. Then using lightning, he split the stone in two and buried both parts at separate ends of Eternia. Now after thousands of years Skeletor has discovered one half of the stone and is searching for the other. It is your duty, as a worthy companion to He-Man to find the stones before Skeletor does. If you succeed, you could win one of the fantastic prizes below.

Rules
Employees of World International Publishing, Mattel Toys and Fantasia may not enter this competition. Prizes will be awarded in the order shown to the first 36 correct entries we take from the postbag after the closing date, April 10th 1986. Prize winners will be notified by post and the results published in a future issue of **MASTERS OF THE UNIVERSE**. No correspondence will be entered into, the editor's decision is final.

HOW TO ENTER THE QUEST

Study the map carefully and the riddles left by the Cosmic Enforcer to work out the area in which the Sacred Stone is buried. When you've reached your destination, write down the name of the place you've arrived at and answer the riddle at the bottom of the map.

Put your answers on the back of a postcard or sealed envelope and send it to the address: **Sacred Stone Competition, Masters of the Universe, Egmont House, P.O. Box 111, Manchester M60 3BL**. Make sure you entry reaches us by the closing date, April 10th 1986 and remember to include your name, age and address. You'll get another clue in the next issue which will lead you to the stone itself. So be brave, young warrior!

THE RIDDLES

1. As you leave Grayskull on your quest,
   Take a plain path that suits you best.
2. Follow the path for seven jorgs or more,
   And you should reach the river Muldoor.
3. Cross the river that stands in your way,
   Check your sword and head for the bay.
4. Round the lagoon and go up the coast,
   Near to the land all warriors fear most.
5. The stone is buried here, safe and sound,
   Buried in one of five, 'neath the ground.

ZODAC'S RIDDLE

What has a face but cannot see, hands which move but cannot feel
and will tell you something but has no voice?

PRIZES

1st Prize
A fantastic Vivi BMX Battle-Bike—the universe is at your command when you ride this powerful machine!

2nd Prize
One of five sets of Battle Bones—this fearsome dinosaur will transport up to twelve warriors to any part of Eternia (figures not included)

3rd Prize
One of 30 **Masters of the Universe** story and activity books—you can read some more great adventures about your favourite warriors

THE QUEST CONTINUES IN THE NEXT ISSUE - ON SALE APRIL 10th
DON'T MISS IT!

JOIN THE MASTERS OF THE UNIVERSE CLUB

By paying only £2.99 mere humans can now join the NEW Masters Of The Universe Club. Just fill in the form, sign the Oath of the Axe and send it with a cheque or postal order for £2.99 to cover your first year's membership.

As a member of this extra special club you will be given a new Eternian name and a special membership kit packed full of exciting things to do. Each club member receives a membership certificate and his own membership card together with a club badge and a personal letter from He-Man. But that's not all, you will also be given a unique decoding pen to decode He-Man's secret messages, a height chart and an exciting board game - can you beat Skeletor to Castle Grayskull?
In addition, every 3 months you will receive a bumper Newsletter packed full with jokes, letters, Orko's Magic Corner and games plus the latest news direct from Eternia. And what's more, lots of competitions too!

HOW TO APPLY
Simply fill in the application form (in block capitals) below. To join the Masters Of The Universe Club send the application form with a chequeor postal order for £2.99 made payable to **The Vaults of Eternia** and post to: The Centre of Eternia, Admail 24, Zelah TR4 9ZP

Remember to get your parent or guardian to sign.
Club Membership Entry Form

Name _____

Address _____

_____

_____ Post Code _____

Date of Birth _____

Signature of Parent _____

021

Masters of the Universe Club, The Centre of Eternia, Admail 24, Zelah TR4 9ZP